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PRESENT

FLASHBACK

THE QUEST FOR IDENTITY



JAGUAR

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GAME
MANUAL

WARNING
READ BEFORE USING YOUR ATARI
VIDEO ENTERTAINMENT SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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STARTING UP YOUR SYSTEM

- 1 INSERT YOUR FLASHBACK CARTRIDGE INTO THE CARTRIDGE SLOT OF YOUR JAGUAR 64 BIT INTERACTIVE MULTIMEDIA SYSTEM
- 2 PRESS THE POWER BUTTON
- 3 PRESS PAUSE TO DISCONTINUE TITLE SCREENS



THE ADVENTURE BEGINS

YOU PLAY THE PART OF CONRAD HART, CONTROLLING HIS EVERY MOVE THROUGH 7 LEVELS. DURING YOUR QUEST, YOU WILL COME ACROSS FRIENDS AND FOES WHO YOU WISH TO HELP OR VANQUISH USING YOUR GUN. YOU MUST COMPLETE MANY CHALLENGES IN ORDER TO RESTORE YOUR LOST MEMORY. EACH LEVEL FEATURES ITS OWN UNIQUE GRAPHICS AND HAZARDS, LINKED BY CINEMATIC ANIMATION SEQUENCES.

GETTING STARTED

AFTER THE TITLE SCREEN APPEARS, AN ANIMATION SEQUENCE STARTS PLAYING. PRESS THE PAUSE BUTTON TO JUMP TO THE MAIN MENU.

MAIN MENU

USE THE D-BUTTON TO HIGHLIGHT AN OPTION. THEN PRESS THE OPTION BUTTON TO SELECT THE OPTION.

OPTION: PRESS TO START A NEW GAME.

PASSWORD MENU

ENTER A PASSWORD TO START THE GAME FROM THE BEGINNING OF THE LEVEL THAT THE PASSWORD CORRESPONDS TO. USE THE D-BUTTON TO HIGHLIGHT A LETTER AND SELECT USING THE A-BUTTON. THE B-BUTTON WILL BACKSPACE ONE SPACE AND ERASE ONE LETTER. THE C-BUTTON



WILL CLEAR ALL LETTERS SELECTED WHEN YOU HAVE ENTERED ALL THE LETTERS. FROM THE OPTION-BUTTON IF THE PASSWORD IS INCORRECT, YOU WILL RETURN TO THE MAIN MENU. AT THE START OF EACH LEVEL, A NEW PASSWORD WILL APPEAR AT THE TOP OF THE SCREEN. WRITE IT DOWN FOR YOUR REFERENCE.

FLASHBACK

OPTIONS MENU



PRESS THE D-BUTTON UP/DOWN TO SELECT AN OPTION. PRESS THE D-BUTTON LEFT/RIGHT TO CHANGE THE SETTING.

LEVEL OF DIFFICULTY CHOOSE FROM NORMAL OR EXPERT

LANGUAGE CHOOSE FROM ENGLISH OR FRENCH GAME TEXT

CONTROLS CHOOSE FROM 3 DIFFERENT BUTTON CONFIGURATIONS

MUSIC TEST ALLOWS YOU TO HEAR THE GAME MUSIC. PRESS THE A-BUTTON TO LISTEN TO THE SELECTED TRACK.

TEST FX SOUND-EFFECTS TEST. PRESS A TO LISTEN

END RETURNS YOU TO THE MAIN MENU

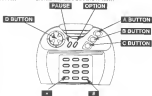
DEMO PLAYS A DEMO OF THE GAME. PRESSING ANY BUTTON WILL RETURN YOU TO THE MAIN MENU

SUMMARY OF GENERAL COMMANDS:

D BUTTON	MOVES THE CHARACTER DURING THE GAME
OPTION BUTTON	OPENS AND CLOSES THE INVENTORY DURING THE GAME
PAUSE BUTTON	SHORTENS THE ANIMATED SEQUENCE

DEFAULT CONTROL SETTINGS

A BUTTON	ACTION BUTTON (RUNNING, JUMPING, FIRING, PICKING UP AN OBJECT, TALKING, HANGING ON A LEDGE)
B BUTTON	USE BUTTON (USE AN OBJECT SELECTED FROM THE INVENTORY. ALSO PLACES AN OBJECT DOWN WHEN PRESSED WITH THE DOWN BUTTON)
C BUTTON	DRAWS THE GUN OR PUTS IT AWAY



JOYPAD CONTROLS

LEFT	WALK LEFT
RIGHT	WALK RIGHT
DOWN	CROUCH
UP	JUMP UP
START	RESTART GAME
PAUSE	PAUSE GAME
OPTION	INVENTORY BAR

- PAUSE THEN A** DURING PAUSE, PRESSING THE A BUTTON BRINGS UP A VISUAL INDICATOR TO ADJUST THE VOLUME OF THE GAME MUSIC
- PAUSE THEN B** DURING PAUSE, PRESSING THE B BUTTON BRINGS UP A VISUAL INDICATOR TO ADJUST THE VOLUME OF THE GAME SOUND EFFECTS

INTERACTING WITH YOUR SURROUNDINGS

AS YOU MOVE THROUGH EACH LEVEL, YOU WILL COME ACROSS MANY PEOPLE AND OBJECTS. EACH TIME YOU COME ACROSS ONE, ITS NAME AND AN ICON WILL BE DISPLAYED AT THE TOP LEFT OF THE SCREEN. THE ICON WILL EXPLAIN WHICH WAY YOU CAN INTERACT WITH THE OBJECT. PRESSING THE "ACTION" BUTTON PERFORMS THE ACTION INDICATED BY THE ICON. THE VARIOUS ICONS ARE AS FOLLOWS:



TAKE

PICK UP AN OBJECT (SOME KEY ETC.) AND PLACE IN YOUR INVENTORY



TALK

TALK TO A PERSON



LOOK

EXAMINE AN OBJECT OR A NOTICE



ACTIVATE

PRESS A BUTTON TO OPEN A DOOR, CALL AN ELEVATOR, ETC.



RECHARGE(RECHARGES YOUR SHIELD OR CARTRIDGE)



USE

INSERT AN OBJECT INTO A DEVICE MEANT FOR THAT PURPOSE (E.G. INSERT A RECHARGE INTO A CARD LOCK, A CARTRIDGE INTO A RECHARGER). IT WILL ALSO GIVE AN OBJECT TO SOMEONE.

INVENTORY MENU

TO OPEN/CLOSE THE INVENTORY PRESS THE OPTION BUTTON. AT THE START OF THE GAME THERE ARE ALREADY SEVERAL OBJECTS LISTED. AS YOU TAKE ITEMS WHILE PROGRESSING THROUGH EACH LEVEL, THEY WILL BE ADDED TO YOUR INVENTORY. AT THE END OF EACH LEVEL, ANY UNNECESSARY OBJECTS WILL BE DISCARDED AND YOU MAY BE GIVEN EXTRA OBJECTS TO HELP YOU COMPLETE THE NEXT LEVEL.



AFTER CROWING UP THE INVENTORY, USE THE D BUTTON TO HIGHLIGHT AN OBJECT. SELECT THE OBJECT AND EXIT THE INVENTORY BY PUSHING THE OPTION BUTTON. THE LAST SELECTED OBJECT WILL NOW BE MOVED TO THE BEGINNING OF THE INVENTORY. IF YOU GIVE AWAY THE OBJECT, THE PREVIOUSLY SELECTED OBJECT BECOMES CURRENT AGAIN.

THE CURRENT OBJECT IS DISPLAYED AT THE TOP RIGHT HAND CORNER OF THE PLAY SCREEN.

OBJECT LIST

HERE ARE SOME OF THE OBJECTS WHICH YOU MAY FIND IN THE COURSE OF THE ADVENTURE



Holocube

CONTAINS IMPORTANT INFORMATION



FORCE FIELD

CREATES AN ENERGY BARRIER WHICH STOPS ENEMY SHOTS



STONE

CAN BE THROWN OR PLACED



CREDITS

MONEY



**MAGNETIC
CARTRIDGE**

CREATES AN ENERGY SOURCE WHEN RECHARGED AND PLACED IN THE CORRESPONDING GENERATOR



**MECHANICAL
MOUSE**

ADVANCES ALONG THE GROUND SETTING OFF PRESSURE PADS AND CAMERAS



**EXPLODING
MOUSE**

LIKE THE MECHANICAL MOUSE, BUT EXPLODES AT THE SLIGHTEST TOUCH. MAY BE PICKED UP WHEN NOT MOVING.



ID CARD

IDENTITY CARD- SOME MAY BE USED AS KEYS



TELEPORT RECEIVER

ONLY WORKS WITH THE TELEPORT REMOTE. IT TELEPORTS YOU TO WHERE THE RECEIVER IS THROWN OR PLACED



TELEPORT REMOTE CONTROL

ONLY WORKS WITH THE TELEPORT RECEIVER BY TELEPORTING YOU TO THE RECEIVER'S POSITION. YOU CAN GET THE RECEIVER BACK AUTOMATICALLY BY PLACING THE TELEPORT REMOTE CONTROL ON THE GROUND

MISCELLANEOUS DEVICES

(USED WITH CERTAIN OBJECTS TO ACTIVATE THEM)

TELEPORT

TELEPORTS YOU TOWARDS A M-SIGN OR TO A PLACE WHICH IS UNACCESSIBLE ON FOOT

ENERGY GENERATOR

RECHARGES THE SHIELD OR MAGNETIC CARTRIDGE

SWITCH

OPENS A DOOR OR CALLS AN ELEVATOR

CAMERA

OPENS OR CLOSES A DOOR, CALLS AN ELEVATOR, ETC. IT ALSO TRIGGERS THE LASER CANNON'S FIRE

PRESSURE PAD:	OPENS OR CLOSES A DOOR. CALLS AN ELEVATOR AND MAY ALSO SET OFF AN ALARM
CARD LOCK:	USED WITH A CARD. OPENS DOORS.
KEY LOCK:	USED WITH A KEY. OPENS A DOOR OR TRAP DOOR
SAVE:	SAVES THE GAME WHERE THE STATION IS
SHIELD:	THE SHIELD IS AN ITEM IN YOUR INVENTORY. YOU START WITH 4 SHIELDS. AND EACH TIME YOU ARE HIT, YOU WILL LOSE 1 SHIELD. IF YOU HAVE NO SHIELDS LEFT AND YOU TAKE A HIT, YOU LOSE YOUR LIFE. YOU CAN RECHARGE YOUR SHIELD USING THE ENERGY GENERATOR. HOWEVER, LOOK OUT FOR THE FOLLOWING DEATH HAZARDS
ORIENTERATOR:	LOSS OF LIFE IF YOU CROSS THIS
ELECTRIFIED FLOOR:	RUN OR JUMP OVER IT

TAKING TRANSPORTATION

TO CALL A TAXI

STAND FACING THE TAXI STATION AND PRESS BUTTON A.

TO TAKE THE SUBWAY

STAND IN THE ENTRY ZONE. WAIT FOR THE TRAIN TO ARRIVE AND PRESS THE A BUTTON. TO GET OFF AT A STATION. PRESS THE A BUTTON.

HAZARDS

THERE ARE VARIOUS ENEMY AND KILLER OBJECTS IN THE GAME. DESTROY ENEMIES WITH YOUR GUN. HOWEVER, SOME KILLER OBJECTS CAN NOT BE DESTROYED. THESE OBJECTS ARE AS FOLLOWS.

LAND MINE	EXPLODES WHEN YOU PASS OVER OR NEAR TO IT. AN EXPLOSION DESTROYS ONE SHIELD. AVOID THEM BY JUMPING OVER THEM.
FALLING MINE	EXPLODES ON CONTACT WITH THE GROUND, AN OBJECT, OR A CHARACTER, ETC. DESTROYS ONE SHIELD. IF ANY OBJECT PASSES BENEATH ONE OF THESE MINES, IT WILL CAUSE IT TO FALL.
LASER CANNON	TRY TO AVOID ITS DEADLY RAYS. IT IS ACTIVATED BY A CAMERA OR PRESSURE PAD.

IF COMRAD FALLS MORE THAN TWO FLOORS, HE LOSES HIS LIFE. HOWEVER, IT IS POSSIBLE TO STOP HIM FROM FALLING IF HE IS LUCKY ENOUGH TO CATCH A SIDE WALL.

HINTS AND TIPS

GENERAL INFORMATION

- BEFORE STARTING YOUR QUEST: PICK UP THE HOLOCUBE AND READ THE INFORMATION. GET INFORMATION FROM PEOPLE YOU TALK TO.
- SEARCH THE SCENERY FOR OBJECTS WHICH MAY NOT BE OBVIOUS AT FIRST GLANCE.
- KEEP AN EYE ON YOUR SHIELDS. YOU MAY BE CLOSER TO DEATH THAN YOU THINK.
- SAVE THE GAME REGULARLY.

LEVEL 1 - PLANET TITAN

CONRAD AWAKENS ON THE ARTIFICIAL JUNGLE OF THE PLANET TITAN. HE HAS NO MEMORY OF PAST EVENTS NOR THE CIRCUMSTANCES WHICH BROUGHT HIM TO THIS PLACE. HOWEVER, HE FINDS A HOLOCUBE WHICH CONTAINS INFORMATION TO HELP HIM PIECE TOGETHER HIS MEMORY. CONRAD MUST FIGHT HOSTILE MUTANTS, WATCHDOG ROBOTS, AND AVOID DEADLY TRAPS TO FIND HIS WAY OUT OF THE JUNGLE.

HINT: PRESSURE PADS ARE ACTIVATED BY RUNNING OR WALKING ACROSS THEM, OR BY THE WEIGHT OF AN OBJECT.

LEVEL 2 - NEW WASHINGTON

CONRAD MANAGES TO FIND HIS FRIEND JAM AND RECOVER HIS MEMORY. HE KNOWS HE MUST RETURN TO EARTH TO STOP THE ALIEN CONSPIRACY. UNFORTUNATELY THE VOYAGE TO EARTH IS EXPENSIVE. CONRAD MUST EARN CREDITS BY COMPLETING SOME JOBS.

HINT: DON'T LEAVE OUT ANY OF YOUR OPTIONS DURING A LAST MINUTE DECISION.

FLASHBACK

LEVEL 3-DEATH TOWER

CONRAD IS A CONTESTANT ON THE DEATH TOWER TELEVISION GAME SHOW TO TRY TO WIN A FREE TICKET BACK TO EARTH. THE DEATH TOWER IS A DANGEROUS LABYRINTH GUARDED BY FORMIDABLE REPLICANTS HAVING THE POWER TO MOVE AT BREATHTAKING SPEED.

HINT A REAL TEST OF YOUR REACTION TIME. BE QUICK AND AWARE AT ALL TIMES.

LEVEL 4 EARTH

ONCE ON EARTH, THE ALIENS DISCOVER HIS TRUE IDENTITY AND TRY TO LIQUIDATE HIM. AFTER ESCAPING HE FINDS HIS WAY TO THE ALIENS HEADQUARTERS. CONRAD MUST FACE WATCHDOGS, REPLICANTS, LASER CAMERAS AND ROCKET.

HINT THERE ARE LOTS OF SECRET PASSAGES IN THIS CLUB.

LEVEL 5 THE SECRET BASE OF "PARADISE"

IN THE PARADISE CLUB CONRAD UNCOVERS THE ALIENS' PLAN TO DOMINATE THE HUMAN RACE. UNFORTUNATELY HE IS DISCOVERED BY THE ALIENS AND CAPTURED.

HINT PRACTICE USING THE TELEPORTER.

LEVELS 6 & 7-THE PLANET OF MORPH

CONRAD FINDS HIMSELF ON THE PLANET MORPH, THE HOME OF THE ALIENS. HE SETS OUT TO FIND CRUCIAL INFORMATION WHICH WILL DESTROY THE PLANET.

HINT

1. SOMETIMES THE BEST THING TO DO IS THE MOST OBVIOUS.
2. TRY TO ATTACK THE ALIENS FROM ALL SIDES.

RESETTING THE GAME

WHEN PLAYING THE GAME, YOU MAY RESET IT BY PRESSING THE **+** AND **X** SIMULTANEOUSLY. THIS WILL TAKE YOU TO THE MAIN MENU.

END OF GAME

IF CONRAD LOSES HIS LIFE, THE GAME IS OVER AND THE CONTINUE SCREEN WILL BE DISPLAYED. IF YOU DECIDE TO CONTINUE, PRESS THE OPTION BUTTON TO START THE GAME FROM THE LAST SAVED POINT OR THE BEGINNING OF THE LAST LEVEL. IF YOU DO NOT WISH TO CONTINUE, PRESS THE A, B OR C BUTTON TO SPEED-UP THE COUNTER.

CHARACTER MOVES

To ASCEND ON AN ELEVATOR

PRESS AND HOLD DOWN THE A BUTTON AND UP ON THE D BUTTON

To DESCEND ON AN ELEVATOR

PRESS AND HOLD DOWN THE A BUTTON AND DOWN ON THE D BUTTON

TO SOMERSAULT WHILE RUNNING

PRESS AND HOLD DOWN THE A BUTTON AND TAP LEFT OR RIGHT ON THE D BUTTON. THEN TAP DOWN ON THE D-BUTTON TO SOMERSAULT

SMALL JUMP

PRESS AND HOLD DOWN THE A BUTTON AND TAP UP ON THE D-BUTTON

GOING DOWN ONE FLOOR

STAND AT EDGE. PRESS AND HOLD DOWN THE A BUTTON AND DOWN ON THE D-BUTTON

GOING UP ONE FLOOR

METHOD 1: STAND UNDER THE LEDGE. PRESS AND HOLD UP ON THE D-BUTTON

METHOD 2: TAP UP ON THE D-BUTTON AND HOLD DOWN THE A-BUTTON. TAP UP ON THE D-BUTTON TO PULL YOURSELF UP

RUNNING LONG JUMP

PRESS AND HOLD DOWN THE A BUTTON AND TAP LEFT OR RIGHT ON THE D-BUTTON. THEN TAP UP ON THE D-BUTTON TO JUMP

RUN AND HANG ONTO A HIGHER FLOOR AUTOMATICALLY

PRESS AND HOLD DOWN THE A BUTTON AND TAP LEFT OR RIGHT ON THE D-BUTTON

HANG TO THE LEFT OR RIGHT TOWARDS A LOWER FLOOR

PRESS AND HOLD DOWN THE A BUTTON AND TAP DOWN ON THE D-BUTTON. THEN TAP THE D-BUTTON IN THE OPPOSITE DIRECTION TO TURN AROUND

WALK WITH THE GUN

TAP C BUTTON TO PULL OUT GUN. LEFT OR RIGHT ON THE D BUTTON TO MOVE WITH THE GUN OUT. PRESS A BUTTON TO TAKE AIM AND SHOOT.

SOMERSAULT WITH GUN

TAP C BUTTON TO PULL OUT THE GUN. TAP DOWN ON THE D BUTTON TO KNEEL AND TAP LEFT OR RIGHT TWICE TO ROLL.

DROP DOWN A FLOOR WITH THE GUN DRAWN ON LANDING

TAP C BUTTON TO PULL OUT THE GUN. ADVANCE TO THE EDGE BY PRESSING LEFT OR RIGHT ON THE D BUTTON. WHEN AT THE EDGE, TAP LEFT OR RIGHT ONCE MORE ON THE D BUTTON TO DROP DOWN.

CLIMB UP A FLOOR WITH THE GUN DRAWN:

PRESS AND HOLD UP ON THE D BUTTON. WHEN PULLING YOURSELF UP, TAP C BUTTON.

SOMERSAULT

PRESS AND HOLD DOWN ON D BUTTON. WHILE CROUCHING, PRESS AND HOLD LEFT OR RIGHT ON D BUTTON.

ADDITIONAL HINTS AND TIPS Q & A

HOW DO I GET TO THE SECOND PLATFORM IN THE BEGINNING OF NEW WASHINGTON?

GET ONTO THE FIRST PLATFORM ON THE RIGHT AND TURN LEFT ONCE YOU HIT THE WALL. NOW HOLD DOWN THE ACTION BUTTON AND TAP LEFT ON THE CONTROL PAD ONCE. REMEMBER NOT TO LET GO OF THE ACTION BUTTON. CONRAD WILL AUTOMATICALLY JUMP UP TO THE SECOND PLATFORM.

HOW DO I GET OUT OF THE ROOM WITH ALL OF THE DREBS IN RESTRICTED AREA 2?

THE ELECTRONIC DREBS HAVE A KEY YOU WILL NEED. DESTROY THEM AND OPEN THE DOORS FOR THE VIP. IN ORDER TO DESTROY THE DREBS CONRAD MUST SHOOT THEM WHILE STANDING.

WHERE DO I INSERT THE TERMINAL CARD IN MISSION 4 OF NEW WASHINGTON?

ONCE INSIDE THE COMPUTER ROOM, STAND IN FRONT OF THE THIRD COMPUTER TERMINAL FROM THE LEFT, WHICH IS THE CENTER OF THE SCREEN AND JUST TO THE RIGHT OF THE COMPUTER TOWER. MAKE SURE YOU HAVE SELECTED THE COMPUTER CARD FROM YOUR INVENTORY AND PUT IT INTO THE COMPUTER WITH THE USE BUTTON.

HOW DO I GET INTO CLUB PARADISE?

SAVE YOUR GAME AFTER GETTING DROPPED OFF BY THE TAXI. CLIMB UP TO THE TOP LEDGE. RUN RIGHT AND JUMP ACROSS TO THE ROOF OF CLUB PARADISE. JUMPING BETWEEN PLATFORMS IS TRICKY. FOR THE FIRST JUMP YOU'LL HAVE TO MAKE A LEAP OF FAITH TO THE RIGHT. JUST MAKE A SECOND JUMP TO GET TO THE ROOF OF THE CLUB. SHOOT OUT THE GLASS DOOR AND ENTER THE CLUB.

WHERE IS THE KEY IN CLUB PARADISE?

AFTER DEFEATING THE FIRST REPLICANT, CLIMB ONTO THE BLUE LIGHT FIXTURE AND SHOOT THE GLASS WALL TO THE LEFT. THE KEY IS JUST BEHIND THE BROKEN GLASS.

HOW DO I DEFEAT THE AUXILIARY BRAIN?

ALTERNATE BETWEEN SHOOTING AT THE RIGHT AND LEFT SIDES OF THE BRAIN. RETURN TO THE BOTTOM OF THE SCORCH...SHOOT THE MOUTH AND REPEAT THIS PROCEDURE. THE RIGHT DOOR WILL OPEN AFTER THE BRAIN IS BEATEN.

WHERE DO I DROP THE ATOMIC CHARGE?

AFTER DEFEATING THE BRAIN, CONTINUE TO THE RIGHT AS FAR AS POSSIBLE. DROP THE ATOMIC CHARGE WHEN YOU ARE TOLD. FLICK THE SWITCH TO HAVE THE CHARGE DROPPED TO THE MAIN BRAIN.

HANDLING YOUR CARTRIDGE

- * THE ATARI JAGUAR CARTRIDGE IS INTENDED FOR USE EXCLUSIVELY WITH THE ATARI JAGUAR 64 BIT INTERACTIVE MULTIMEDIA SYSTEM
- * DO NOT BEND IT, CRUSH IT, OR SUBMERGE IT IN LIQUIDS
- * DO NOT LEAVE IT IN DIRECT SUNLIGHT OR NEAR A RADIATOR OR OTHER SOURCE OF HEAT
- * BE SURE TO TAKE AN OCCASIONAL BREAK DURING EXTENDED PLAY TO REST YOURSELF AND THE JAGUAR CARTRIDGE

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OF IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR BURN THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

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